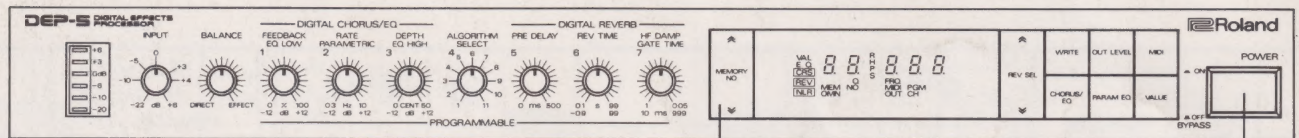


Example Settings



Memory Number Button

Power/Bypass Switch

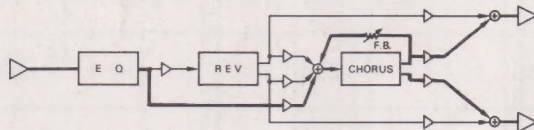
■ The tables on page 2 show the factory preprogrammed effects 1 to 29.

By turning the DEP-5 on while holding the both sides of MEMORY NO Button down, you can recall the factory preprogrammed effects 1 to 29. This erases the data written in the Memory Number 1 to 29.

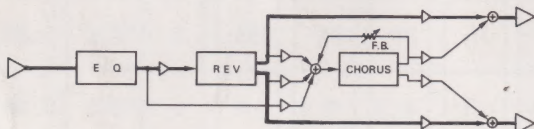
The preprogrammed effects 30 to 99 cannot be recalled once you have rewritten.

■ The pictures below show the combinations of the Equalizer, Reverb, Delay, Non-linear and Chorus which are set with the Algorithm Select and the flowchart of the signals.

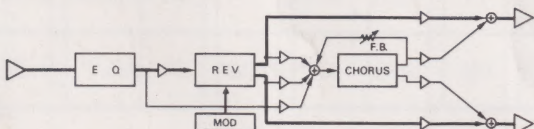
1. EQ, CHORUS



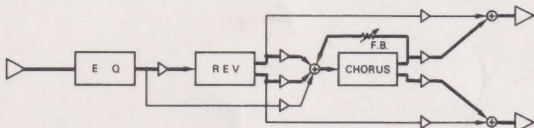
2. EQ, REVERB



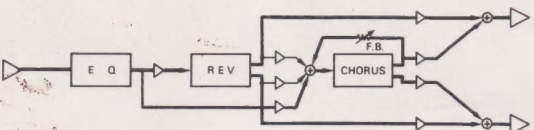
3. EQ, REVERB (MOD)



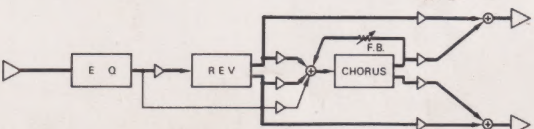
4. EQ, REVERB, CHORUS (Series)



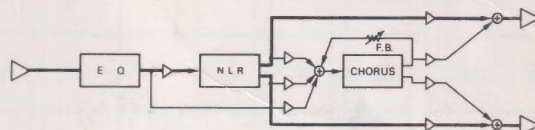
5. EQ, REVERB, CHORUS (Parallel)



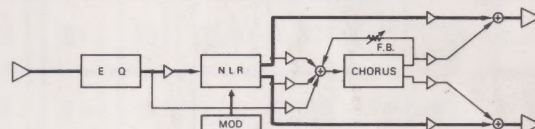
6. EQ, REVERB, CHORUS (Parallel)



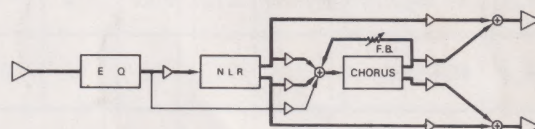
7. EQ, NON LNR



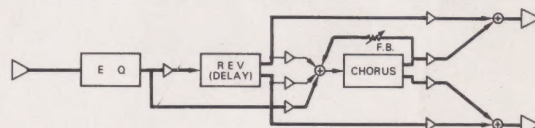
8. EQ, NON LNR (MOD)



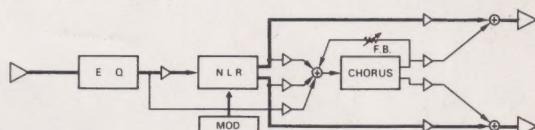
9. EQ, NON LNR, CHORUS (Parallel)



10. EQ, DELAY, CHORUS (Parallel)



11. EQ, NON LNR



MEMORY No.	REMARK	CHORUS			E Q			ALGORITHM SELECT	Pre Delay [ms]	Reverb Time [S]	HF Damp Gate Time [ms]	Reverb Select	PARAMETRIC EQUALIZER		Out Level
		Feedback [%]	Rate [Hz]	Depth [CENT]	Low [dB]	Mid (Parametric) [dB]	Hi [dB]		Delay Time [ms,s]	Feedback [%]	HF Damp	Output	Q	Frequency [kHz]	
Reverb	1 Natural Reverb	—	—	—	1	— 5	— 5	2	10	3.1	0.26	R 14	0.6	1.60	30
	2 Concert Hall	—	—	—	1	— 1	0	2	36	2.5	0.71	H 36	0.4	0.59	25
	3 Cathedral	—	—	—	— 1	— 1	— 2	2	42	3.1	0.64	R 48	0.4	1.27	40
	4 Bright Room	—	—	—	— 4	— 3	— 1	2	10	1.1	1.00	R 20	1.0	2.03	30
	5 Space	—	—	—	0	2	5	2	0	29	0.05	P 2	0.6	5.31	40
	6 Plate	—	—	—	0	1	2	2	38	3.0	0.71	P 1	0.9	6.15	36
Non Linear	7 Total Balance	—	—	—	2	— 1	0	2	3	3.5	0.30	R 14	0.2	0.37	30
	8 Hard Gate	—	—	—	— 1	2	0	7	0	3.8	171	1	0.2	1.75	45
	9 Reverse Gate	—	—	—	1	3	3	7	0	—0.9	234	1	0.2	1.75	45
	10 Pan Ricochet	—	—	—	1	2	0	7	54	99	115	2	0.2	1.75	45
Chorus & Delay	11 Panning Bounce	—	10.0	8.7	10	10	— 3	11	21	88	455	3	3.2	1.80	40
	12 Chorus	0.0	1.1	8.5	— 2	4	3	1	—	—	—	1	0.2	0.30	60
	13 Flange	90.7	1.1	0.9	— 2	— 2	3	1	—	—	—	1	0.2	0.30	60
	14 Pan Slaps	0	1.1	0	0	0	0	10	122	15.3	1.00	3	0.2	0.30	60

Chorus Reverb & Chorus NLR

Special Effects

For Instruments

MEMORY No.	REMARK	CHORUS			E Q			ALGORITHM SELECT	Pre Delay [ms]	Reverb Time [S]	HF Damp Gate Time [ms]	Reverb Select	PARAMETRIC EQUALIZER		Out Level
		Feedback [%]	Rate [Hz]	Depth [CENT]	Low [dB]	Mid (Parametric) [dB]	Hi [dB]		Delay Time [ms,s]	Feedback [%]	HF Damp	Output	Q	Frequency [kHz]	
15	Chorus Reverb 1	—	1.3	3.5	3	1	— 3	3	0	2.6	0.45	H 48	0.6	6.15	45
16	Chorus Reverb 2	69.5	10.0	0.3	7	— 1	8	5	130	9.9	0.49	P 1	2.0	0.53	40
17	Flanged Non Linear	96.6	5.5	6.0	— 10	— 3	3	9	0	— 0.9	10	3	2.5	7.99	40
18	Bi Phaser	79.5	0.3	4.8	0	12	— 8	9	255	— 0.9	999	1	8.0	12.0	60
19	Spinners	79.7	0.3	50.0	— 2	4	3	4	0	40	0.50	R 20	0.2	0.30	60
20	Flanged Infinite	66.0	0.3	0.5	0	0	2	4	39	53	0.60	H 76	0.2	0.30	60
21	Rise & Fall	89.9	0.3	50.0	0	— 2	— 2	9	0	— 0.9	25	2	1.3	2.35	60
22	Sublimation	—	8.9	0.3	6	— 2	5	3	0	20	0.36	S 1	4.4	0.79	60
23	Sax	59.7	0.3	1.5	5	2	— 3	5	2	2.6	0.55	H 14	3.0	0.30	30
24	Snare	—	—	—	3	4	0	2	425	1.2	0.60	R 20	0.3	5.01	25
25	Piano	—	—	—	2	— 2	— 2	2	3	3.5	0.32	R 14	1.5	2.03	30
26	Guitar	0	8.9	0.3	6	— 2	4	4	11	1.6	0.18	H 14	4.5	0.83	35
27	Muted Guiter	—	10.0	0.3	7	1	3	3	11	0.5	0.55	R 3.1	2.0	3.15	30
28	Bass	66.6	3.4	0.6	5	2	— 3	5	2	0.7	0.55	H 14	3.0	0.30	30
29	Voice	—	—	—	0	— 4	6	2	209	0.7	1.00	R 76	0.2	0.30	50

